フリクリ アルペジ

FLCLRPG

THIS IS FLCL!

By Bartosz
--d10 system--

This game is for fans of FLCL! If you wanna play a quick, easy-done game of out-of-your-mind imagination, this is the game. Knowing about FLCL and how to roleplay are pre-requisite; the Director (GM) must be an invested fan who has seen all 6 episodes. (And yes, all 6 episodes. This is the Gainax original special recipe!)

FLOW OF THE SESSION:

Each session will have 6-10 scenes. Each scene starts as a roleplay of a mundane modern event, but something weird is added as it plays out. Once this is done, the next scene opens itself to a real blaster of a scene. Further scenes may revert back to the mundane, or they may escalate the crazy. The last scene has to be flooded with energy, which we will call KAKIN! It's powered by N.0 energy, which is represented in game by a stat every character has.

Human Characters start with locks on their N.0 meters. Only by taking damage and trouble can they open that channel. Alien and Robot characters start with no locks*, but they pay a little more for high N.0. This means Aliens need Humans for their higher max potential.

Creativity is to be rewarded over a solid winning strategy. This is FLCL, weird shit is supposed to happen. It often matters less if a direct plot is followed and more that you have fun and do zany things.

3 Major Rules:
--The Director runs the show, but each Actor can contribute. The Director cannot take your free will.
--If a PLAYER says something, and the Director likes it, the Director can declare that it actually happens!
--unusual weird symbolism, good/smart puns, and double meanings are the meat of FLCL: if you introduce such an element to the scene as it plays out, the Director should reward that player with an increased FLCL meter: 1 point for a good one, 2 points for a great one, and 3 points for knocking you on the floor with sheer brilliance.

THE BASIC MECHANICS:

You roll D10's vs other people's (or the Director's) D10's....as many as you have in the stat! Usually it's highest rolled die vs. highest rolled for the other player, comparing down the high-roll order list.

4 of the 2 stats flow together to give the FL (Flictonic) and CL (Clipple Waver) bars, as well as overflow. Characters can take damage to the FLCL, and once they pass the Flictonic level, their N.0 is unlocked for the session.

Physical Damage is tracked separately, but once that reaches 0, they are incapacitated until healed...somehow.

(Yes, FLCL damage increases with each physical hit, just not all FLCL hits come from physical damage...)

(Healing can be good old fashioned medicine, or there may be some cool plot contrivance that allows for healing...)

This game is not designed for tournament play. Play fast and loose.

BASIC STATS:

Power! Both Offensive and Defensive. it's simple, You always roll offense vs. defense, modified by any special circumstances.

Speed: Your quickness, as well as actions per turn. A character with 3+ speed gets 2 actions, one with 6+speed gets 3.

Smoothness: your charisma and ability to get away with BS.

Cool: as in, keep your cool. Often resists Smoothness. This can also keep you conscious.

Brains: usually rolled to figure something out. Sometimes, the Director can just ask you to roll this unopposed, and as long as your numbers rolled impress the GM somehow, your character might just have a bright idea, remember a lost detail, etc...

Speed and Smooth Combine to make FL
Cool and Brains combine to make CL
--Physical damage is Defense plus Cool, plus one.

RULES AND DETAILS:

--Unless specifically kept for drama/continuity, your FLCL, N.0, and Damage resets at the beginning of each session.

Ways to Roll a D10:

--D10: you get the usual 1-10, with the zero being a ten. Basic roll-offs are this.

--D5: it's...half of a D10!

--3 or Nothing. the tricky one:
1-3 is 1, 4-6 is 2, 7-9 is 3, but the 0 is a zero. often +1 to allow for no zero.

Ties are just that. No one wins.

Your Character takes FLCL damage whenever:

--Your character takes Physical damage, equally.

--Your character gets yelled at, or for each separate argument.

--Your character is legitimately embarrassed or shamed. If you loose at something important, it counts!

--Being involved in sexual tension or witnessing similar.

It's usually 1 per instance, but particularly harsh can be a "3 or Nothing" +1

KA-KIN ! Once a player unlocks their N.0, they can kick off an amazing event (this is not in addition of powers, but is freeform and has great story driving impact) by spending 1-to-3 N.0. They and the Director shape this event, and the event carries out like a freeform change of the rules or environment. The cost depends on intensity. It lasts the scene, usually.

You can only use KAKIN if the prior scene was a mundane scene (even one to which a few weird elements were added.) However if the Director declares it good, you can use KAKIN in a second scene.

IE'TADAKIMAS'!!! (fight order)

Speed Stat + a d10 determines each turn's initiative. Ties roll off. Go down the list, each player may take 1+ actions before the next player takes action. At the end of the turn, clean up disputes, then roll a new initiative until the chaos is over.

N.O. ENERGY

There are Character specific powers, but the below are usable by all.

1 point: Roll +5 dice, on one roll, per round of initiative. (not damage dice)

2 points: perform a normally superhuman feat

5 points: do something impossible.

--specific powers may be also available to humans or Aliens. see the character build sheets

CHARACTER CREATION:

You get a set number of points. Ask your director (*20 is Ok, 35 is good, 50 has some power…*)

Each stat starts at 1, and you start with a number of N.0 points based on the type of character.

For a stat to be X, spend Y:

2 costs 1, 3 costs 2, 4 costs 4, 5 costs 8, and 6 costs 16.

N.0 costs 1pt for Human characters, 2pts for Aliens, and 3pts for Robots

Each type (Human, Alien, Robot) has other options they can buy and use. These come as attributes, allies, and possessions. You get a character build sheet based on which you choose.

SKILLS: having one just adds +2 to the stat roll-offs the skill can cover. The lists seem limited, but it's for FLCL flavor, not for full world simulation. It also varies based on type.

EXPERIENCE:

This game doesn't have an experience mechanic. Nor should it need one: sessions should be 2-3 hours, and you should never have more than 6 games in a campaign. Should you really feel the need, just build new characters with new sheets based off the old ones, with 10 extra points, and throw in a year time-skip or something.

THESE RULES DON'T MAKE SENSE!!!

It's FLCL. It's supposed to be out-there and near-incomprehensible! Just discuss things and use collective common sense / rule-of-cool to resolve any rules breaks that crop up.

DUDE, YOU'RE ONLY HUMAN!!!

Each stat starts at 1, and you start with 1 point of N.0. N.0 costs 1pt per. See the costs below: negative costs add to your spending points given by the director.

SKILLS:

It costs 1 pt. for each Skill

Argue	Insight	Poetry
Athletics	Know Stuff	Research
Boasting	Martial Arts	Sabotage
Cooking	Medicine	Shooting
Disguise	Music	Swinging
Dodge	Leadership	Sneaking
Driving	Lying	

3/5	Family	most family will feed you, shelter you, and care for you, but some go beyond that....
2	Friends	a somewhat trustable person
1 per	Underlings	they back you up, but they don't belong to you. (3 for a d5 random cluster of fighters)
1-3	Possessions	this gets you a nice item, a useful item, or a really impressive item.
3	Job and Income	Congratulations! You can pay for things like insurance….
2	Vehicle	You have your own way of getting around and you don't have to hitch rides.
0/1/3	Loose Change	either 2d5 x100 yen, 1d10 x1,000 yen, or d5 x10,000 yen. Don't spend it all in one place.
-3	Liable Friends	This friend causes a lot of trouble, and it may get worse...
-5	Rival	This person is out to make your life miserable. Not kill you, but they are bad news.
-5	Destiny	On the 6th session, something will happen to you and you cannot avoid it.
-2	Bad Nickname	You were given a nickname and you don't like it. Almost everyone uses it.
1/-1	Tall, Short	this covers small scenario based advantages based on Height.
1/-1	Friendly, Fearsome	your attitude comes with a small scenario reputation condition.
2/-2	Quiet, Loud	gain or lose a dice when trying to sneak.
3/-3	Sexy, Fat	gain or lose a dice in social situations. however...
		--fat gains you a swimming die, sexy loses a die when trying to not be noticed or taken seriously.
-3/3/6	Weak, Tough, Rugged.	You loose or gain two points of Physical damage, or gain 4 points if truly rugged.

Weapons

Punches or Kicks do 1 point of damage per hit, but you can take -1 dice to attack twice

Guitars, 2d5 damage, can be used ranged or close-in,

5	EVH Striped Series 5150	a basic cool guitar that replicates a unique one
5	Gretsch Electromatic	a basic cool guitar with roots, can be wood or metallic
6	Fender Stratocaster	a high performance machine that allows you to win ties in a fight!
6	Gibson Les Paul	a classic and a bar, you may reroll one 1.
6	Gibson Flying V	gains +1 to damage and hit rolls in Darkness or Storms
7	Fender Jag-Stang	+2 to damage rolled, but user may be prone to depression or drug use
7	Gibson Thunderbird 64	+1 dice to Leadership, Boasting, or any ranged attack.

2	bats, staffs, etc	1d10 damage, but the zero is a 1
1	sabage guns,	1 damage per hit, can fire 3 times per action …and you might fake someone out…
0	purse,	1 damage, can knockback, or embarrass for +1 FLCL damage instead.
0	boxing gloves,	3 or nothing +1 damage
0	sunglasses/mirror	1, can be used to blind, may break if blocking.
0	sash/rope/whip/chain	1, can be used to tangle or reach and wrap.
4	real guns/2 pistols	1d10 can fire twice per action, or reach out to long range
6	Barret PTRD	2d5+2, a scoped long-range weapon. Must full-turn reload after 5 shots.

---Having a weapon locked away in an N.0 portal cuts the cost by 3. Not possible for cost 2 or lower weapons.

N.0 POWER

1	**Channel**: You may bring another object / person into your hand, with a variable N.0 cost. This can't be hidden. Requires hand contact with the N.0 channel surface.
1	**Skin-Hardening Syndrome**: for 1 N.0, adds 3-or-nothing rolled to physical damage meter for 1 scene
2	**Blues Drive Monster**: with no CL meter, you have +2 to your offense and defense rolls.
3	**Ride on Shooting Star**: You reduce your N.0 unlock on future session by the total number of sessions finished.
1	**Little Busters**: You spend 1 N.0 to add +1 to your swinging, punch, and kick damage for that scene.

I'M AN ALIEN....

Each stat starts at 1, and you start with 2 points of N.0, N.0 costs 2pts. per. See the costs below: negative costs add to your spending points given by the director.

SKILLS:

It costs 1 pt. for each Skill

Argue	Driving	Magic	Research
Athletics	Flight	Martial Arts	Sabotage
Boasting	Insight	Medicine	Shooting
Cooking	Know Stuff	Music	Swinging
Disguise	Leadership	N.0 Stuff	Sneaking
Dodge	Lying	Poetry	

1 per	Underlings	they back you up, but they don't belong to you. (3 for a d5 random cluster of fighters)
1-3	Possessions	this gets you a nice item, a useful item, or an impressive item. Can have odd functions.
2	Universal Transport	(can travel in space as well as normal operations)
0/1	Loose Change	either 2d5 x100 yen, or 1d10 x1,000 yen. Don't spend it all in one place.
-5	Rival	This person is out to make your life miserable. Not kill you, but they are bad news.
-5	Destiny	On the 6th session, something will happen to you and you cannot avoid it.
1/-1	Tall, Short	this covers small scenario based advantages based on Height.
1/-1	Friendly, Fearsome	your attitude comes with a small scenario reputation condition.
2/-2	Quiet, Loud	gain or lose a dice when trying to sneak.
3/-3	Sexy, Fat	gain or lose a dice in social situations. however...
	--fat gains you a swimming die, sexy loses a die when trying to not be noticed or taken seriously.	
-3/3/6	Weak, Tough, Rugged.	
	You loose or gain two points of Physical damage, or gain 4 points if truly rugged.	

Note: Aliens tend to have odd hair colors or similar features. You must pick an odd hair color for your character.

Weapons

Punches or Kicks do 1 point of damage per hit, but you can take -1 dice to attack twice

Guitars, 2d5 damage, can be used ranged or close-in,

5	EVH Striped Series 5150	a basic cool guitar that replicates a unique one
5	Gretsch Electromatic	a basic cool guitar with roots, can be wood or metallic
6	Fender Stratocaster	a high performance machine that allows you to win ties in a fight!
6	Gibson Les Paul	a classic standard, you may reroll one 1.
6	Gibson Flying V	gains +1 to damage and hit rolls in Darkness or Storms
6	Peavy T-40	This guitar is invincible, and will not be destroyed.
7	Valco Airline	you may take on any opponents that surround you at once.
7	Fender Jag-Stang	+2 to damage rolled, but user may be prone to depression or drug use
7	Gibson Thunderbird 64	+1 dice to Leadership, Boasting, or any ranged attack.
7	Rickenbacker 4001	if outnumbered, you may attack twice.
10	Gibson EB-0	allows +1 combat action and ignores all abilities that negate damage
2	bats, staffs, etc	1d10 damage, but the zero is a 1
0	purse,	1 damage, can knockback, or embarrass for +1 FLCL damage instead.
0	sunglasses/mirror	1, can be used to blind, may break if blocking.
0	sash/rope/whip/chain	1, can be used to tangle or reach and wrap.

N.0 POWER

1	**Channel**: You may bring another object / person into your hand, with a minimal N.0 cost. This can't be hidden. Requires hand contact with the N.0 channel surface.
2	**Channel Another**: as above, but you can use their N.0 channel. With their points. May cause resentment.
1	**OverDrive**: an ability that doubles N.0 dice effectiveness after losing all CL meter points.
1	**Skin-Hardening Syndrome**: for 1 N.0, adds 3-or-nothing rolled to physical damage meter for 1 scene
2	**Blues Drive Monster**: with no CL meter, you have +2 to your offense and defense rolls.
1	**Little Busters**: You spend 1 N.0 to add +1 to your swinging, punch, and kick damage for that scene.
1	**Pet as Telephone** what it sounds like. 1 N.0 gets you a full galactic distance phone call.
1 or 3	**Flight:** what it sounds like. The cheap version requires some prop to fly, the other is plain out defying gravity
2	**Brittle Bullet**: Spend 1 N.0 to add 5 dice to either your defense or offense for the scene (instead of per use)
2	**Sleepy Head:** You may spend 1 N.0 to add 3 to damage dice for 1 roll: this counts as the per-turn dice add. this does not add d10's, just whatever dice normally are used. Weapons rated with 1 damage just convert to d5+1 damage. Alternately, you may choose to affect a small radius with the normal damage.

BOKU WA ROBOTO JIN...

Each stat starts at 1, and you start with 1 point of N.0, N.0 costs 3pts. per. See the costs below: negative costs add to your spending points given by the director.

SKILLS:
It costs 2 pt.
for each Skill

Athletics	Insight	Research
Cooking	Know Stuff	Sabotage
Disguise	Martial Arts	Shooting
Dodge	Medicine	Swinging
Driving	Music	Sneaking
Flight		

1	Possessions	This gets you a nice item.
5	Normal Speech	Without this, robots only communicate by signals or something else.
3	Almost Human	You look very Human for a robot, but you are still definitely a robot. You can have hair.
-3	Weakness to Food	If you eat certain extremes of food, you are at -1 dice to all your actions.
-3	Hungry Puppy	You have to eat other machines / electronics to survive.
-3	Ghost	something has possessed you, and will use you. The GM can have that thing take over…
-5	Destiny	On the 6th session, something will happen to you and you cannot avoid it.
1/-1	Tall, Short	This covers small scenario-based advantages/faults based on Height.
2/-2	Quiet, Loud	Gain or lose a dice when trying to sneak.
3/6	Tough, Rugged	You gain two points of Physical damage, or gain 4 points if truly rugged.

ROBOT SPECIALS: (assume most refresh next session, but plot may be cooler if you track ammo….)
--Punch/Kick should be a basic '3 or Nothing' result, minimum damage being 1.
--these weapons may need separate attack rolls/defense rolls, to be fair.
--Transform: (1/2 others) you have an alternate form that carries the items included: it allows you to hide in semi-human form, but you cannot use your included specials included unless you transform. it may be better with a pilot.

2	Fly n' Hover	what it sounds like
1	antennae	allows you to pick up communications
4/5/8	Cannon	long-range single shot weapon that hammers! Has limited ammo, though damage: 1d10+2, 2d5+4, or 2d10+4
	Boomerang Ammo:	the ammo, once shot, has to come back to you.
	Regenerated Ammo:	it grows on you like a grape-cluster and once gone, has to grow it back. d5, max 6
	Collected Ammo:	you must grab/collect suitable objects and then get them into the weapon breech.
	Precise / Rare ammo:	you need a very specific thing to fire, and you only start with 3 of that thing
1	Extra Ammo:	just in case, you have that one last shot…
3 per	Homing Missile:	very long range weapon that can chase targets, for a whole scene if needed. 3d5damage.
2/4/6	Rocket Spam:	Once per session, launch a cluster of missiles at the enemy! (3/6/9) d10 each, decent range.
1/2	Mega-Fist:	punches do d5 damage. Have fun grabbing small things. (1 if lopsided)
3	Jaws:	2d10 you can eat a target for 3-or-nothing+1 physical damage returned
3	Launch Fist!	this is a mega-fist, but can be used at short range and to grab and pull from a short distance.
3	Taser:	zapped targets loose the next turn, it's a shorter range weapon.
1	Visor:	allows you to see in the dark, scan, do X-ray vision, etc.
0+	Loads e Guns:	you may add Guns at 4 per, see human entry.
0	Explosive:	you are a 10d10 bomb. You take ALL damage dished out by this, and the effect is permanent.
2/4	Armor:	you either negate 2 or 4 points of physical damage per attack
3	SST Shield	negates 3 damage from one attack, or can save those behind it from 1 apocalypse

-2	unusual pilot boarding:	without a pilot, you don't get the full power of your specials (-1 die) your pilot cannot board in the normal fashion: it has to be weird, disturbing, or somehow odd...
2	Channel:	just like the human or alien power, but this ability (not overall N.0 use) still has to unlock.

Robot Stat Differences:

Most characters pay for Stats the same way others do during creation: however, Robots are a bit different in their intended design. Hence, you get fighting stats on the cheap!

Power: Offense, Power: Defense, and Cool

A stat of 2 costs 1, 3 costs 2, 4 costs 3, 5 costs 6, 6 costs 12, and 7 costs 18.

---Robots are the only characters that can buy Tough and Rugged at the same time, or buy multiple copies.

Character: Type: Description:

Player: M/F:

FLCL

OFFENSE:

DEFENSE:

Speed:

Smoothness:

Cool:

Brains:

physical damage

damage taken:

N.0 total:

FL Max Now

CL Max Now Overflow

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Character: Type: Description:

Player: M/F:

FLCL

OFFENSE:

DEFENSE:

Speed:

Smoothness:

Cool:

Brains:

physical damage

damage taken:

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Character: Type: Description:

Player: M/F:

FLCL

OFFENSE:

DEFENSE:

Speed:

Smoothness:

Cool:

Brains:

physical damage

damage taken:

N.0 total:

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CL Max Now Overflow

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This was to be space for notes, if you wanted a bigger note-space instead of a compact Character Sheet. I want to put design notes somewhere, so I'll make this a soft greyscale. Feel free to write over the top of this with a nice, bold pen. or dark pencil.

---Why do this?

For fun. There is another FLCL inspired RPG on the market, but I say INSPIRED. They took the original concept, changed it, made it their own, so they could legally produce it and sell you a copy.

Whatever. This is a blatant fan-work. IT'S FREE!!!! And I straight out tried to make this feel as much like the original as I could.

Also: notice the wonky dice? It's a homage to Japanese TTRPG's! Serious!, they would just use D6's, and then fiddle with the dice for different random effects. I like d10's. I know the USA has Polygon sets everywhere, but, I wanted to make it fun, not standardized. Hell, use d6 and d4's and d3's if you like! It's your game now! I just wanted to shout out to all the weird JRPGs I've seen.

After all, this IS based on a Gainax anime.

To whoever you are, I hope you kick reality to the curb and just have a good ol' time with dice and crazy. --- B